Progress Evaluation: Milestone 6

Project: Cool Cyber Games: Interactive Platform for Teaching Cybersecurity

Team Members:

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Faculty Advisor: Sneha Sudhakaran, ssudhakaran@fit.edu

Client: Sneha Sudhakaran | College of Engineering and Science: Department of Electrical
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Progress of current Milestone (progress matrix)

Task	Complete %	Anthony	Matthew	Ben	Brice
Polished Poster	100&	25%	25%	25%	25%
User and/or Developer Manual	100%	5%	5%	85%	5%
Demo Video	100%	0%	100%	0%	0%

Games Polished	100%	25%	25%	25%	25%
Finish FinalGame (Phishing Factory)	90%	0%	100%	0%	0%
Future Directions	100%	25%	25%	25%	25%

Discussion of each accomplished task (and obstacles) for the current Milestone:

Task 1: Finish Polishing Poster

- Obtained feedback from advisor on poster design.

Task 2: User and/or Developer Manual

- User/Developer Manual was completed and outlines the steps for users to access the website, create a profile, view leaderboards, and see descriptions of current games in the catalog. The developer side of the manual outlines recommended tools and guidelines for future game development as well as contact information from those who worked on the previous phase of the project.

Task 3: Make Demo Video

- A demo video was created that shows all aspects of the website. The video also provides clips of all games in a fun way to motivate people to play them and show them what they can learn from each one.

Task 4: Final game Touches/Polish

- Malware Maze: Polished game

- Master the Password: Polished game

- Web Quest: Polished game

- File Inspector: Polished game

Task 5: Finish FinalGame

- Complete game logic and flow if time allows. The UI is already enhanced; we just need to simplify the learning concepts to make them easily understandable while still meeting the learning requirements.

Discussion of the contribution of each team member to the current Milestone:

- **Matthew Goembel:** Put finishing touches on the Phishing Factory game. Edited the demo commercial video, polished the website game catalog

- **Anthony Clayton:** Finalized Master the Password. Worked on the dev manual and Video.

- **Ludendorf Brice:** Put finishing touches on the File Inspector game.

- **Ben Allerton:** Put finishing touches on the Web Quest game. Mainly worked on the developer/user manual.

Lessons Learned:

This project not only reinforced concepts we already had a grasp of (basic cybersecurity and web development creation), but taught us many things about game development and what it

means to teach others. The creative side of game development makes it unique in software development. As a game developer you not only need to create the technical coded systems but also understand how you or your team want to present information and then understand how a player will react. This is similar to that of frontend web development, but exists on a larger scale. To then take this process and mold it specifically into a teaching concept then becomes more challenging since you are now challenging every aspect of the learning process and not just having a tutorial at the start.

Date(s) of meeting(s) with Client during the current milestone:

- *See Faculty Advisor Date(s) below*

Client feedback on the current milestone

- *See Faculty Advisor Feedback below*

Date(s) of meeting(s) with Faculty Advisor during the current milestone: …

- 10/29/25
- 11/5/25
- 11/14/25

Faculty Advisor feedback on each task for the current Milestone

Games: Pleased with all work done.

Website: Satisfied that the dashboard and leaderboard are now fully connected

1. Task 1: Satisfied with current progress

2. Task 2: Satisfied with current progress

3. Task 3: Satisfied with current progress

4. Task 4: Satisfied with current progress

5. Task 5: Satisfied with current progress